

FIG. 1

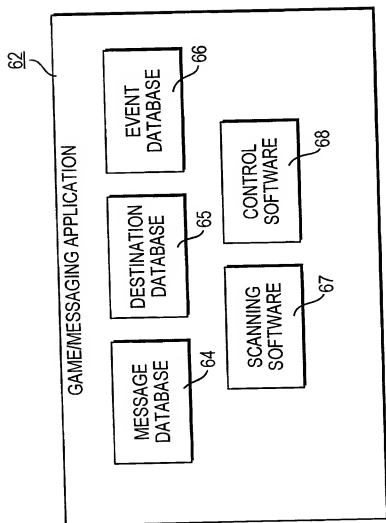


FIG. 3

GAME TERMINAL DATABASE 32

PLAYER #	TERMINAL TYPE	TERMINAL CAPABILITY/MESSAGE TYPE	DESTINATION ADDRESS
PLAYER 1	NOKIA 3210	PICTURE MESSAGE	ADDRESS 1
PLAYER 2	NOKIA 6210	PICTURE MESSAGE	ADDRESS 2
*****	*****	*****	*****
*****	*****	*****	*****
*****	*****	*****	*****
*****	*****	*****	*****
PLAYER 22	NOKIA 2110	TEXT MESSAGE	ADDRESS 22
PLAYER 23	NOKIA MULTIMEDIA	VIDEO MESSAGE	ADDRESS 23
*****	*****	*****	*****
*****	*****	*****	*****
*****	*****	*****	*****
*****	*****	*****	*****
PLAYER XXXX	TERMINAL YYYY	MESSAGE ZZZZZ	ADDRESS XXXX

FIG. 4

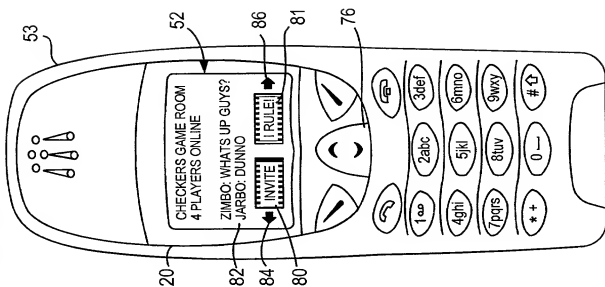


FIG. 5

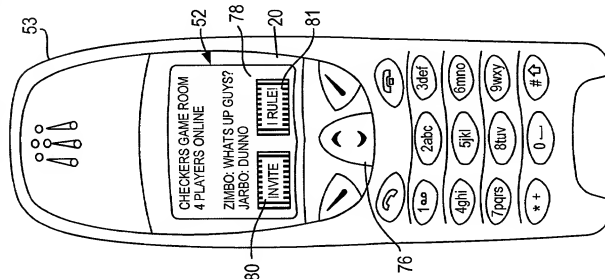


FIG. 6

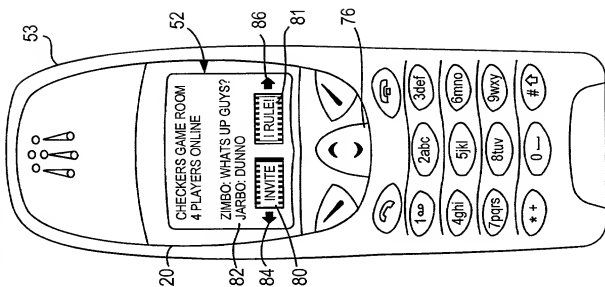


FIG. 7

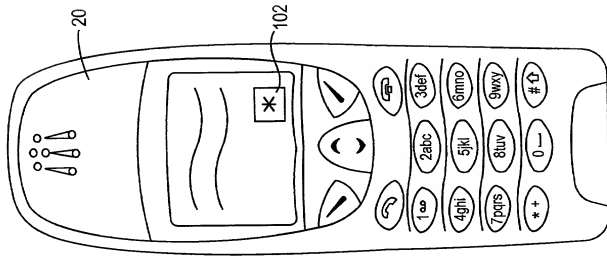


FIG. 8

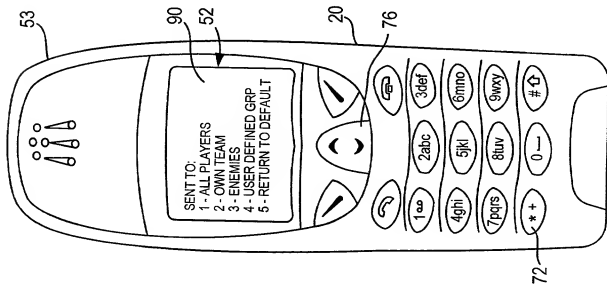


FIG. 9

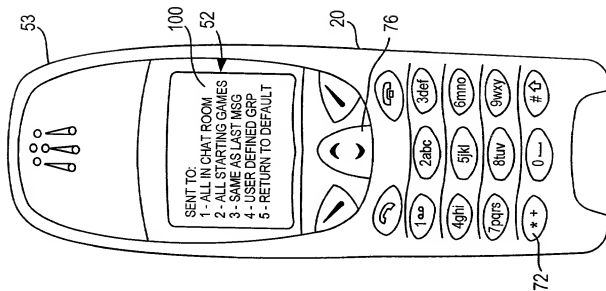


FIG. 10

